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BOSS DRAGONS & SCRAMBLED EGGS

The Frasier RPG

Boss Dragons & Scrambled Eggs: The Frasier RPG

Oh baby, I hear adventure calling. Journey your way through the high society of late ‘90s Seattle. Attend plays from renowned playwrights! Organize dinner parties with uncouth gossips! Dive into the dark, nebulous realm of the unconscious! Kick a goblin in the teeth! Anything can happen when you’re Seattle’s premier radio psychologist!

This guide will include rules for playing the game. Boss Dragons and Scrambled Eggs (BDSE) is designed to be accessible to people who have little experience with tabletop RPGs. The rules are simple, and the goal is to have fun, not do calculus every time you want to throw a wizard through an original Matisse.

What is *Frasier*?

Frasier is a situational comedy that aired on NBC from 1993 to 2004. Ask your dad about it! BDSE is roughly based on seasons 1 through 3. You don’t need to watch every season of *Frasier* to play the RPG, but it never hurts to bone up on your *Frasier* lore.

The Showrunner

The Showrunner runs the show, similar to a Dungeon Master. The Showrunner’s goal is to keep things moving and fun. They tell the story and control the NPCs (non-playable characters). They have access to all of the information. If you are not the Showrunner, DO NOT read the episodes or the Showrunner-only section at the bottom; they contain spoilers!

Rolling

This RPG is played with **D10s**, or 10-sided dice. (The system is partly based on Legend of the 5 Rings, if you have familiarity with that RPG.) Rolls are presented in a specific format, like 2K1. This means you roll 2 dice and keep 1. So if you roll a 2 and a 9, your roll equals 9 plus any one relevant stat. If no amount of dice is specified for a roll, then the roll is just 1K1 plus any one relevant stat. For example, if you want to buy a cappuccino and no dice number is specified, roll 1K1 and add your Wealth stat. Below are roll concepts to know.

- **Damage [DMG]**: Whenever you do a basic attack, roll the character’s Damage stat and add their Strength. If your character’s Damage stat is 3K1 and their Strength is 3, you roll 3 dice. Add the highest roll to 3 and you get your damage!
- **Social [SOC]**: This is your character’s communication roll. If you need to persuade a sommelier, flirt with a barfly, or lie to an art dealer, roll Social and add any appropriate stat, like Charisma for persuasive communication or Intelligence for expressing knowledge of high society.
- **Initiative**: At the beginning of combat, everyone rolls 1K1 to determine their combat order for the entire encounter. Highest roll goes first. Ties re-roll. NPCs roll Initiative, too. Combat is turn-based, but everything else isn’t.

- **Critical Hits**: A roll of 10 is a crit! Roll again and add it to the previous roll. You can only crit once in a row. When you crit, amazing things happen!
- **Misses**: If your highest roll is a 1 (before adding any stats), the act fails or the attack misses.
- **Difficulty**: There are 4 roll difficulties. These apply to non-combat tasks like persuasion, skills, knowing information, and purchasing.
    - **No Roll** (0-2), like pouring coffee. If the character can obviously do it, there is no need to roll.
    - **Easy** (3-6), like hard boiling an egg.
    - **Medium** (7-9), like cooking a steak.
    - **Hard** (10-13), like baking a 3 tiered cake.
    - **Audacious** (14+), like carving a jack-o'-lantern so lifelike that NPCs actually think it's Frasier and attempt to kiss it. This would be a near-impossible act.
- **Modifiers**: In addition to rolling dice, players must first explain their action to the Showrunner. If the action is interesting or completely unbelievable, then the Showrunner can make the roll one difficulty higher or lower. For example, if a player attempts an Easy lie but the lie spoken by the player is stupid, the roll difficulty gets bumped up to Medium.

Actions

You can do anything your heart desires as long as it fits in the *Frasier*-verse. These are the types of actions you would roll to achieve.

- **Persuasion**: Lie, flirt, intimidate.
- **Physical**: Sneak, lift heavy object, perform acrobatics.
- **Knowledge**: Recognize important person, recognize ancient relic, recognize magic, know specific piece of high art.
- **Talent**: Cook, write poem, play piano.
- **Money**: Buy from vendor, throw money in someone's face.

Reputation

In addition to health, your party shares **Reputation**. This measures whether you are the toast of Seattle or yesterday's news. Every episode starts at 50 Reputation. From there, it can range from 0-100. Having a high Reputation will make NPCs respect you. A low Reputation, however, results in townspeople turning up their noses. Reputation also affects dice rolls and carries throughout the entire episode, so conduct yourself appropriately.

- **Scoundrel (**00 to 19): -2 to all rolls.
- **Disreputable** (20 to 39): -1 to all rolls.
- **Decent** (40 to 59): No effect.
- **Respectable** (60 to 79): +1 to all rolls.
- **Prestigious** (80 to 99): +2 to all rolls.

There are three ways to gain Reputation.

- **Perform a dignified act.** Proper etiquette is a must among Seattle's elite. Placing your napkin on your lap before dining can get you +1. Sacrificing yourself for your friends can get you +5.
- **Deliver a smart pun or saucy innuendo.** *Frasier* is peak sitcom writing, and you better be prepared to joust with your verbal wit.
- **Reference high culture.** If you can tell your Monet from your Manet, score +1 for your party.

You lose Reputation for failing attempts to meet the previous three requirements. Forgetting a dinner guest's spouse's name can get you -1. Splashing warlock blood on the souffle can get you -5. Significantly breaking the episode can get you -50. It's *Frasier* seasons 1 through 3, so Daphne learning Niles loves her could literally undo Seattle. The Showrunner will warn you before you break the episode and risk a heavy Reputation loss or worse.

Characters

Play as the original cast of Frasier! You do not create your own character in BDSE. (If you want to make your own character, go for it. But if you introduce a character from another sitcom universe, so help me god I will reach through this doc and tear it to pieces!) Pre-built character sheets can be found in the Character Sheets document. Play as Frasier, Niles, Daphne, Martin, Roz, and, for more advanced fans, Lilith! More characters are planned to be added soon!

Let's quickly run down what all the numbers on the character sheets mean.

- **Class**: This is your character's job. It only affects the lore of the character.
- **Health Points [HP]**: This is your character's health. When it hits zero, your character dies—unless their religion saves them (more on that later).
- **Damage [DMG]**: The roll to perform normal attacks against enemies.
- **Social [SOC]**: The roll to perform social interactions.
- **Strength [STR]**: Add this number to rolls when a character performs a physical act.
- **Dexterity [DXT]**: Add this number to rolls when a character performs a dexterous act.
- **Charisma [CHA]**: Add this number to rolls when a character performs a charismatic act, like flirting or lying.
- **Intelligence (High) [INT]**: Add this number to rolls when a character performs an act involving knowledge of high society, like opera, literature, and fine wine.
- **Wisdom (Low) [WIS]**: Add this number to rolls when a character performs an act involving knowledge of low society, like sports, pop culture, and outdoor grilling.
- **Wealth [WLT]**: Add this number to rolls when a character attempts to use money. Characters do not have a specific amount of money, just a chance to successfully purchase items.
- **Skills**: These are skills characters can perform in or out of combat. Only one skill or attack can be used per turn. Most skills can only be performed a certain number of times per encounter (1/encounter) or per episode (1/episode). A single encounter lasts the entire interaction with an NPC and resets after the interaction concludes.
    - Skills can be used in creative ways, not just combat. For example, Niles's cockatoo can be summoned to reach an object in a high place.
- **Canon**: These are basic motivations and backstories to help players roleplay. The showrunner can use these to add modifiers to rolls. For example, Martin's affiliation with the police can net him roll modifier bonuses when interacting with cops. And when Daphne

accidentally arouses Niles, Niles's next roll receives a distraction penalty.

- **Religion**: Players choose their own religion at the start of the game. In the spirit of the show's love of psychology, characters can be Freudians, Jungians, or Behaviorists. Religion plays a role in a character's death, but this information is reserved only the Showrunner and found at the end of this guide.
    - **Freudians** worship Freud, a cigar-chomping serpent cradled in the God Mother's womb. They believe we are controlled by forbidden desires.
    - **Jungians** worship Jung, an ancient owl with 10,000 heads and no shadow. They believe our minds are all connected by a collective unconscious shared with the past.
    - **Behaviorists** worship Watson, a colossal baby controlled by the rats in his skull. They believe our actions are controlled by punishments and rewards.
- **Inventory**: A list of a character's possessions.

Spoiler Alert: Information for the Showrunner ONLY

Here is some helpful information for running a successful episode of Boss Dragons & Scrambled Eggs.

Religion's Impact on Death

When a character reaches zero health and triggers death, they are greeted by their religion's god, who will bring them back to life only once per episode—for a price.

- Freud will bring Freudians back to life but will also give them a **fixation**. Not giving into this fixation can cause damage or lower rolls. This is up to the Showrunner, but here are some suggestions for the obsession:
    - An obsession with another character
    - An obsession with smoking
    - An obsession with drinking
    - An obsession with control over small details
    - An obsession with eating
    - An obsession over a piece of culture
    - An obsession with acting like a child or baby
    - An obsession with sex
- Jung will bring Jungians back to life but will also **haunt** their unconscious mind with an ancient figure. This ancient figure is controlled by the Showrunner and can periodically compel the character into situations based on the ancient figure's desires. Here are some suggestions for the ancient haunt:
    - Napoleon, who must conquer everyone who looks down on him
    - Joan of Arc, who must serve God and act like a martyr
    - Gandhi, who will refuse to fight
    - George Washington, who cannot tell a lie and will tell an NPC when a party member is lying
    - Vlad the Impaler, who lusts for violence
    - Benedict Arnold, who will betray party members
    - Charles Darwin, who will get distracted by any animal he sees
    - Machiavelli, who is a royal asshole
    - Christopher Columbus, who steals everything within arm's reach and pretends it was his the whole time
- Watson will bring Behaviorists back to life but will also give them a **fear**. The fear should be based on something the character experienced in that episode, especially if it led to their death. Here are some ideas for the fear:
    - Fear of violence
    - Fear of being alone
    - Fear of not being the center of attention
    - Fear of large spaces
    - Fear of small spaces
    - Fear of specific enemy type

    - Fear of party member
    - Fear of failure
    - Fear of success
    - Fear of loud noises
    - Fear of rolling a 9

Working with the Characters

Here are some tips for dealing with specific characters.

- It is not required that every character is played in an episode, but there should at least be Frasier or Niles. They help move the episode forward, and it's tricky without them.
- Daphne can periodically predict the future. She is not always accurate. The Showrunner can trigger this for Daphne to help push the characters in the right direction if they're lost or trick them into a bad situation. This can also establish foreshadowing.
- Tell Niles when he gets too aroused by Daphne. The player won't trigger this themself. Don't abuse this mechanic. It's funny about twice per episode max.
- Martin controls Eddie. However, when Martin wants Eddie to do something, have Martin roll for it depending on how difficult the trick is.
- The party can split up if they want.

Combat

- When NPCs attack, describe how they do it to add more story ("The wolfman lunges at Niles and rakes his tie off with his claws"). Also have them talk smack. Interesting enemies aren't quiet during encounters.
- Not every NPC wants to fight to the death. If an NPC is at low health, they are more likely to be persuaded to back off if a player offers a convincing reason.

Reputation

- Don't use this mechanic every turn. Save it only for interesting moments as a surprise bonus or punishment.
- Fighting in public is not necessarily disreputable. Fighting without honor or decency is.
- If a character is doing disreputable acts in secret, consider having a random NPC from Frasier's apartment show up to be appalled. It's a sitcom, so coincidental run-ins are common.

Play Environment

- Have everyone watch an episode of Frasier before playing to get everyone in the mood.
- Play some nice jazz or classical music on your home stereo.
- Encourage players to dress up in nice clothes. Frasier wouldn't dare show up to a sophisticated gala without a coat and tie, and neither should you.
- BDSE is best paired with a vintage Chardonnay.
- Don't show the players your rolls. Feel free to fudge numbers to balance the story as you see fit. If it's taking forever to kill a worthless orc, round rolls up. If players are one-shotting bosses, round rolls down. If players are way off-course, threaten them with a Reputation loss. But also give the players time to think and explore the episode in their own way.

- Suggest that players don't just say, "I attack the goblin." How? With what? Encourage them to use the environment to do something different. If it's cool, let it happen!
- Everyone loves different voices for NPCs, even if you're bad at it.
- If a player does something not written in the rules or planned for in the episode, just make up a house rule, a plot point, whatever! It's a *Frasier* RPG, not your dang taxes.